

Editor Leonard Lakofka, 644 West Briar Place, Chicago, Ill. 60657
312-929-7057 No calls from Midnight to 7AM

FANTASY
SPECIAL

Games are open in LD for novice players only.

Game fee is \$7 and this includes a subscription for North American Players.

Rebates: If your country is eliminated in 1901 or 02 \$4

03 \$3

04 \$2

05 \$1

There are no rebates for resignations or for dropouts and the rebate only applies to the player of record in winter 1900.

Subscriptions: 9 for \$2 North American Subscribers

6 for \$2 non-North American Subscribers (surface mail)

GEN CON IX August 20-21-22 1976 @ Horticultural Hall, 330 Broad St., Lake Geneva Wisc.

Special Guest: Fritz Leiber

Plus: GAMES, SEMINARS, DEALERS, MOVIES

Friday 9AM to 10PM

Saturday 7:30AM to 11:30PM

Sunday 9AM to 6PM

\$2/day or \$5 for all three days

Tournament fee 50¢/game

Information: TSR Hobbies, POB 756, Lake Geneva Wisc. 53147

414-248-6748

ORIGINS II & The 9th Annual Diplomacy Convention

Date: July 23, 24 & 25 1976

Johns Hopkins University, Baltimore Md.

Friday 4PM to 2AM

Saturday 9AM to 2AM

Sunday 9AM to 6PM

General Admission \$6/ three days plus tournament/activity fees of from \$1 to \$5.

Full information from Interest Group Baltimore, % Avalon Hill Co., 4517 Harford Rd.

Baltimore Md. 21214

LIAISONS DANGEREUSES

#71 2ND HALF OF OUR ANNIVERSARY

1976

1976

ROGUES' GALLERY magazine poll #2

Twentythree ballots were received from ballots in the following magazines (Turnabout 2, LD 10, Janus 6, Paroxysm 4 and Fallovia 1). This seems to be an unfortunate turnout considering that the MAD POLICY 4th zine poll received 69 ballots. The readership of MP (about 4-500) produced some 13.8% turnout. The readership of the five zines listed (I'd say circulation--non-overlap--of 250) produced only 9.2%. It should also be noted that the RG poll did not get reproduced in places where it should have appeared such as DIPLOMACY WORLD, EHREWON (even though HE promised), IMPASSABLE, et. al. I will be doing this poll twice a year, once in February and once in August. I hope for a better turnout next time. Below are listed all zines that received 5 or more votes. Zines with 3 or 4 votes are listed but I have not combined them with the former group. A beginning of an evaluation might occur with 8-10 votes. r.g.=range vts-votes, pts=points, sum=Summation

ZINE	editor	PHYSICAL QUALITY				DETAIL				FEATURES				OVERALL			
		rg.	vts.	pts.	sum.	rg.	vts.	pts.	sum.	rg.	vts.	pts.	sum.	rg.	vts.	pts.	sum.
ARRAKIS	HEAD	5-8	5	36	7.2	5-8	5	33	6.6	3-5	5	19	3.8	4-7	5	20	4.0
BUSHWACKER	Davis	7-0	5	40	8.8	8-0	5	40	9	7-8	5	30	7.6	8-9	5	40	8.0
CENTURION	FOX	2-8	7	33	5.4	3-9	7	39	5.6	4-0	7	48	6.9	3-8	7	40	6.0
CLAW&FANG	Horton	8-0	8	71	8.9	7-0	8	62	8.6	3-0	8	62	7.8	5-9	8	61	7.0
DIP. WORLD	BUCHANAN	8-0	11	104	9.5	7-0	11	100	9.2	4-0	11	94	8.5	7-0	11	100	9.0
EHREWON	Walker	6-9	6	45	7.5	8-0	6	45	8.8	8-9	6	52	8.7	7-9	6	50	8.0
E'PONENT	Bremner	4-0	5	30	6.8	5-0	5	30	6.6	2-7	5	27	5.4	4-9	5	33	6.6
Fel Si Fie	Smyth	6-9	6	43	7.2	7-9	5	39	7.8	5-3	6	39	6.5	6-8	6	42	7.0
IMPASSABLE	Boyer	8-0	12	109	9.1	7-0	12	103	9	8-0	12	97	8.1	7-0	12	104	8.7
GASSED	Truman	8-0	5	40	9.6	7-9	5	40	8.2					6-9	5	34	6.8
JANUS	White	6-0	13	97	7.5	5-0	13	91	6.9	4-9	13	87	6.7	5-9	13	92	7.0
LIAL. DAN.	Lakofka	5-9	12	82	6.8	4-9	12	85	7.1	5-9	12	90	7.5	6-9	12	90	7.0
MAST. MACH.	Horrior	7-8	7	51	7.3	7-8	7	50	7.6	7-9	7	56	8	7-8	7	53	7.8
KIX. GAZ	Lipton	6-9	8	53	7.9	6-9	8	53	7.9	8-0	8	75	9.4	6-0	8	68	8.0
PAROXYSM	Correll	6-0	13	107	8.2	6-9	12	98	7.8	6-9	13	103	7.9	7-0	13	108	8.0
Peptides	Schlick	7-9	8	67	8.4	7-9	7	60	8.6	6-0	8	64	8	7-9	8	65	8.0
ROCKSTONE	Leeder	7-0	12	105	8.8	8-0	12	108	9	7-9	12	92	7.7	6-0	12	91	7.0
Speculum	Kadlock	4-8	8	51	6.4	5-8	7	50	7.1	3-8	8	53	6.6	4-8	8	56	7.0
TURNABOUT	Borbbren	8-0	7	63	9	5-9	6	46	7.7	4-9	7	45	6.4	4-9	7	50	7.1
Valiner	Machnik	7-0	7	58	8.3	7-0	6	47	7.8	5-8	6	37	6.2	6-9	7	50	7.0
ZEPPELIN	Gillespie	4-8	9	51	5.7	3-7	9	46	5.1	4-8	9	55	6.1	6-7	9	56	6.0

note; In some cases there are multiple editors of zines but space forbids inclusion.

Here follows the zines with 3 or 4 votes. Only Summation is given.

BLACK HOLE	Rajif	6.3	7	6.3	5.7
Boast	B rents	2.7	4	4	3
Dip Journal	Oliver	7.7	7	---	4
Dip Review	Rosenberg	7	7.7	6.7	7.7
Diman	Hessel	7.3	7	7.7	8
Fallovia	Heuer	6.3	5	5	5.3
Bum	Hase	8.5	7.5	8	8
Libertarian	Bumpas	7.7	7	---	7
StGeroge	Sargent	8.7	9.3	7.7	7
Sleighbell	lit Z. APA Sleebelin	7.3	7	10	9.7
TPA	Rosenberg	8	7.5	6.5	7.3
Veritas	Vincit Paulson	7.3	3.3	7	6.3
Viking	Prattol Pg 77	6.1	0.8	1.5	9.3

Mentioned, with 1 or 2 votes are;

ATLANTIS*, BALTIC CAFFER*, BOOK OF STAB, DYNASTY, DIPRY, EVEREST, EN PASSANT, GRAUSTARK, GRATEST HITS, ILLICUS, CHIMERA, LEMINGOS SLP, THE LONER, LORD OF HOSTS, MAD POLICY, MONOLITH GAZETTE, 1901, QJO VALIS, NOVOCORD*, PYS & SWORD, REDUS SIC STANTIBUS, PEX, PLENIPOPTENTIAN*, PODNIK NEWS, POUXOT, FRANCHI STAMP*, YOGHURIL CHRON, RURIPIAN,

NOTE

These totals give us these ten "best" items,

1	DIPLMACY WORKD	Buchanan
2	IMPASSABLE	Boyer
3	BUSHWACKER	Davis
4-6	EHREWON	Walker
	PAROZISM	Ronson/Correll/Brons
7	POITESME	Schlickbernd
8-10	CLAW & FANG	Horton
	MASTER MACH.	Howrier
	RUNESTONE	Leeder

I come in 11th, sob.....

There's there is GAMESMASTERSHIP.....no I didn't forget. Votes for this category were very few but it does show that people are following instructions about this category and that is very good.

Gamesmaster	Range	Votes	Points	Submission	Rank (top 5)
David Head	3-5	5	19	3.8	

Russel Pfox	1-9	4	24	6.0	
Don Horton	6-9	3	22	7.3	
Rod Walker	8-9	3	25	8.3	
Fred Brenner	7-10	4	33	8.3	
Randolph Smyth	7-9	5	41	8.2	
Raymond Hauer	7-8	3	22	7.3	
John Boyer	6-10	5	42	8.4	4-5
Truman	8-9	3	26	8.7	3
Cal White	7-8	8	61	7.6	
Len Lakofka	8-10	8	75	9.4	1
H. Howrier	7-9	4	33	8.3	
Brian Lipton	4-8	27	4	6.8	
Ronson/Correll	5-10	6	47	7.8	
Bruce Schlickbernd	8-9	5	42	8.4	4-5
John Leeder	8-10	9	83	9.2	2
Dave Kadlecak	5-8	3	21	7.0	
Larry Gillespie	7-8	3	22	7.3	

Well at least I ranked well on something!!

The next ballot will be printed in late August. All zines that will include the ballot please let me know now. I will mail ballot to interested zines before I include it in LD.

THE CALHAMER POINT COUNT RATING LIST & CORRECTED CALHAMER POINT COUNT RATING LIST updated for EVERYTHING #26

Changes and/or persons now having 1 full point on both lists.

T. Berendt 4.03/1.48	Long S 2/2	Smith R. 1.67/1.42
D. Bingle 1.33/1.33	Lipton R 1.58/1.58	Stafford B 1/1
E. Birsan 15.64/12.77	Locais R 1.5/1.29	Stevens J. 3.58/3.08
J. Boyer 5.33/5.00	McIlvaine 1/1	Verheiden E. 7.04/5.84
A. Calhamer 1.33/1.33	McKeon J. 1.5/1.5	White L. 1.08/1.05
R. Correll 1.83/1.65	Meyer R. 1/1	
J.H. Fleming 4.58/4.40	Minton B 1/1	
R. Kelly 15.22/11.92	Phillips A 13.67/8.25	
Kendler L. 1/1	Pitsch D 4.75/4.67	
J. Klein 4.72/4.33	Reynolds D 1/1	
T. Knoles 1.7/1.54		
Lakofka L. 7.27/7.02	Socanora M. 8.24/7.26	

more.....

STATISONS PARKERSON

Top 50 names 6/1/70

Rank	Name	Score	Rank	Name	Score
1	E. Berman	15.60	1	E. Berman	12.77
2	R. Kelly	15.22	2	R. Kelly	11.92
3	A. Phillips	13.33	3	D. Beyerlein	10.66
4	D. Beyerlein	13.15	4	J. Saythe	9.46
5	J. Saythe	8.83	5	A. Phillips	8.25
6	M. Roccamora	8.24	6	H. Roccamora	7.86
7-8	B. Verploeg	7.50	7	B. Verploeg	7.50
	W. Buchanan	7.50	8	E. Prosnitz	7.40
9	E. Prosnitz	7.45	9	W. Buchanan	7.05
10	L. Lakofka	7.27	10	L. Lakofka	7.02
11	L. Pulsipher	7.20	11	L. Pulsipher	5.92
12	T. Eller	6.70	12	R. Bytwerk	5.50
12	E. Verheiden	7.04	12	E. Verheiden	5.84
14	H. Hays	6.16	14	B. Tretick	5.33
15	S. Brooks	6.07	15	J. Kening	5.25
16	R. Bytwerk	5.50	16	S. Brooks	5.19
17-18	B. Tretick	5.33	17	T. Eller	5.08
	J. Boyer	5.33	18	E. C. Morris	5.00
19	J. Kening	5.25	19	J. Boyer	5.00
20	G. Turner	5.06	20	D. Pitsch	4.67
21-22	C. Wells	5.00	21	T. Tilson	4.51
	J. Pournelle	5.00	22	Fleming J.H.	4.40
23	T. Tilson	4.98	23	J. Power	4.38
24	D. Pitsch	4.75	24	G. Turner	4.34
25	J. Klein	4.72	25	J. Klein	4.33
26	J.H. Fleming	4.68	26	Goldstein H	4.17
27	J. Power	4.57	27	J. Resnick	4.01
28	H. Goldstein	4.17	28	J. Pournelle	3.77
29	Bernhardt T.	4.03	29-30	Reinsel C	3.33
30	Johnson D.	4.16		M. Bullock	3.33
31	C. VonMetzke	3.95	31	H. Hays	3.29
32	Roccamilla P.	3.70	32	T. Ball	3.29
33	Stevens J.	3.58	33	D. Johnson	3.20
34-36	C. Reinsel	3.33	34	L. Childs	3.16
	L. Childs	3.33	35	C. McGulshan	3.14
	M. Bullock	3.33			

cops - I forgot John Berman and how can we forget him? 6.2 should be #14 and then all go one rank lower. Sorry about that.

A very short personal note.

I will include a short excerpt from a letter without mentioning who sent it--for obvious reasons. It is this sort of tripe that really pisses me off. A person who can not separate the game from anything else.

"Your stab attempt was a little belated. What I think disturbs me most about the stab attempt is the efforts at camouflage. Your request for an article for LD came at a very difficult time (finals et al.). I really did not have the time but made time as you requested it. It bothers me to think what this was a mere ruse to flatter me and cover your game intentions. That kind of manipulation of my time and energies is strongly resented. If you don't plan to use the article please return it as I forgot to make a copy and I'm sure someone else can use it."

Needless to say I returned his previous article and told him that if he didn't know where to put it I could suggest a place. I've run into disarray like this before and it has always galled the hell out of me. A game is one thing--publishing, organizations, disputes, etc. are ALL TOTALLY SEPARATE. Tell that one I think like that.

FANTASY RULE ADDITIONS... these rules will be added in addition to the rules printed in the DRAGON #1.

Class of figures SYNPATH Fights as Cleric but has these mind abilities

SPELL TITLE	INSANITY	LOSS OF CONTROL	SUCCESS
Healing	SYNPATH must touch wounded/diseased/poisoned/enchanted figure. Damage then		
Transfer	transfers to SYNPATH and SYNPATH cures himself. Cast a 20 sided die, add SYN Strength(hereinafter ST) subtract Damaged figure's ST		
	1-3	4-6	7-9 no effect
Death of damaged figure	Synpath	10-13 Damage transfers to SYN. Damaged figure cured next turn. SYN cured turn thereafter.	14-17 Damaged figure cured at once. SYN next turn
	no effect on figure. SYN can not cure himself	18+ Both healed at the same time. If SYN missed while the transferred damage is upon him the damage remains uncured and he takes one kill	

DISEASE TRANSFER	(May be used by neutral or evil figures only) Damaged figure must be touched by SYN and damage passes through SYN to another figure also being touched by SYN. (other figure may be damaged or well) (Evil may transfer damage to one of his own figures) (Use on wounds, disease, poison, enchantments--not on 'kills') Cast 20 sided die, add twice SYN ST. subtract Damaged Figure ST		
	1-4	5-7	11-14
Damaged figure and SYN die	damage transfers to SYN who can't cure himself	11-14 Damage to SYN & damaged figure cured 1 turn later only SYN damaged next turn damage to other figure	15-18 damage to SYN & other figure cured next turn damage to other figure
	8-10	19+ Entire process takes place in one turn	
	no effect		

CONTROL (one target figure at a time)	Used on humanoids only--a direct mental assault. Cast 20 sided die, add SYN ST subtract target ST.		
	1-3	4-5	9-12
	take 3 hits @ SYN ST	13-16	18"
	6-8	17+	24"
	no effect		

ATTACK (one target figure at a time)	Use on humanoids only Cast a 20 sided die, add SYN ST subtract target ST		
	1-4	5-7	11-14
	take 5 hits @ SYN ST	15-18	18"
		19+	24"
		If target is another SYN or a SPELL CASTER convert to COMBAT SPELL below if target in mutual range.	
	8-10		

COMBAT vs. another SYN OR a SPELL CASTER only. Not versus Cleric	Treat this as an attack (above) is other SYN or SC out of range Range is a function of ST ST 1-2 12", 3-4 16", 5-6 20", 7-8 24", 9-10 28" 11-12 32". Attacker must have target in this range to attack in the first place. ST defender					
	ST of attacker					
	1-2	3-4	5-6	7-8	9-10	11-12

1-2	13	10	8	6	5	4
3-4	15	13	11	9	7	6
5-6	17	15	13	11	9	8
7-8	18	17	16	14	12	10
9-10	19	18	17	16	15	13
11-12	20	19	18	17	16	14

1. *Journal of the American Medical Association*, 1997; 277: 1033-1038.

SPENCER, GEORGE (1820-1903)

If the target is resting a space of 10 seconds should be given before the
for his counter attack. Also, resting for 10 seconds will allow the body
when resting a 10 sec for the small to be a smaller body mass.

ANSWER: C **EXPLANATION:**

If the number cast is less than the number in the 10's column, the 10's column is struck

If the number cast equals or is less than the number of the cast, a number is cast.

two or three

FOUR or FIVE

[illegible]

SYMPATHIC COMBAT IS ALWAYS TO THE DEATH OF TWO OF THE FIGHTERS. IT CAN BE AVOIDED BY

Figure dies at 4300

TITLE	Innate	Loss of Control
Mind shield	This spell may be used against any spells cast at the mind. This includes telepathy, sympathetic attack or defense, "Mind Spell" of Illusionist (not charming & enchanting spells). Failure results immediate suspension of a spell being cast at the mind. If no spell fails there can be no counter-attack (Sympathetic Attack). If another spell is being cast it may be abandoned with no loss.	Cast 20 sided die plus ST of SYN - ST of attacker 1-3 466
Body Shield	This spell may be used against attacks from adverse spells being cast at body. It does not entirely neutralize them. Judge with care! (judge with rule)	Intermittent spells are added from adverse spells. Casting cost at roll + 10% if already rolled once. To A. add 1d (Judge with rule) Add 1d per casting after first one.
TELEKINESIS	Used to lift and move other figures on objects--not SYN himself	Cast 20 sided die plus ST of SYN
1-5	6-8	9-16
Air 1st	Air 2nd	Air 3rd
2 days @	One ST	Two ST
9-16	No effect	No effect
a figure is considered to weigh 350 pounds in armor		
TELEPATHY	Use on humanoid only. This is NOT a control spell it is communication AND/OR mind reading ONLY. Add SYN ST to 20 sided die subtract larger ST (even in friendly figure)	
-----	-----	
		1-12 No effect 13+ When probing enemy figure ask the judge any three questions you wish the answers to. Telepathic contact is for one minute of real time. Only the information that can be asked and answered is 1 minute of real time will be allowed. Continued telepathy must be done by another dice roll--add 1 for each additional question asked.

In playtesting the fantasy rules we have found that allowing $\frac{1}{2}$ of a turn to pass before a "physical spell" (or an illusion of a physical spell, i.e., fire and elemental spells) and $\frac{3}{4}$ of a turn to pass before a charming, and enchanting or an illusion spell takes effect is quite playable and accurate. However, if a Spell caster is attacked from close range he often has NO defense at all. Therefore we now allow a SC to preselect a personal defense spell from the following list. He can abandon another spell, not yet if force with no damage. SC are allowed to use all 8 of the spells listed but the 7 not selected as his personal defense spell are cast at a marked disadvantage. Also there is a 1% chance of insanity if one of these 7 is begun while another spell is abandoned.

The nature of these defense spells is that they can be cast quickly and the SC will not go insane if the spell fails. He pays for these two advantages by losing close control of the spell. Often he can not change the spell once cast and must ride out its full duration. In many cases long duration may be more disadvantageous than short duration.

The single spell selected as the personal defense spell is cast at the SC ST. If the spell is in his area of speciality there is a bonus of +2.

If any of the other 7 are tried they are cast at SC ST-3 on a 12 sided die instead of a 20 sided. There is a bonus of +1 for a spell in his own area however.

The personal defense spell can gain bonuses for repeated success up to +3. The other 7 defensive spells may gain up to +2. To use a defensive spell the SC must be under direct attack by a spell, a weapon, a figure etc. If a spell is a defense against a SYMPATHIC attack it will be noted.

ILLUSIONS; Invisibility no defense against SYN attack
Triple Image defense against SYN attack if wrong image selected

FIRE SPELLS; Burn n touch no defense against SYN attack
Burn Weapon no defense against SYN attack

ENCHANTMENTS; Escape defense against some SYN attacks
Transfer partial defense against some SYN attacks

ELEMENTS; Iron man no defense against SYN attack
Cast on the wind Defense against SYN attack

note; SYMPATHIC spells of CONTROL, ATTACK, COMBAT, TELEKINESIS AND TELEPATHY touch the mind of the target $\frac{1}{2}$ of a turn after they begin and take full effect at $\frac{1}{2}$ of the turn. Thus A SC can sense the attack and move to avoid it. Invisibility, burning spells and iron man afford no defense. Triple image might cause the SYN to attack the wrong image. Escape might allow speed to let the SC flee before full damage/contact is made. Transfer puts off the attack until rematerialization. If the SC is cut of sight of SYN when he reappears he is safe. When cast upon the wind the SC has NO FORM whatsoever and therefore can not have his mind attacked. Body Shield requires $\frac{1}{2}$ of a turn to be completed.

title	loss of control	success
Iron Man	SC turns to solid iron if successful. Has no attack value while he is iron and may <u>not</u> return to flesh until the time limit is up	
Elemental spell	1-6 subtract 2 from SC armor for 3 turns If armor rating would exceed 10 then for each value over 10 subtract 2 from attacker's die roll. May not cast again for 1 full turn	7-10 no effect 11-14 armor up 4 for 3 turns 15-18 armor up 6 for 4 turns 19+ armor up 8 for 5 turns
CAST ON THE WIND	SC appears to disappear but he spreads himself on the wind and is carried by the wind for n full turns. He has no control over the wind--the judge will cast a die to determine his direction and the force of the wind. He then reappears when the duration of the spell is over. He has no abilities while on the wind but he can not be damaged either by PHYSICAL	
ELEMENTAL SPELL	1-4 still away 5-8 in effect	

[illegible]

CAST OF THE

AND continued

322 2000-01-01 00:00:00

THE UNIVERSITY OF CHICAGO

47-20

21-24 5 1972 04 19 1972

23: 3 miles at the end

May not repeat this spell for one full turn after it is over.

Judge will cast 1 8 sided die and 1 12 sided die for first turn on the wind.

8 sided gives direction N. NW. N. SE. S. SW. E. SE second gives distance in inches.

For EACH subsequent turn cast 1 4 sided and 1 12 sided.

4 sided gives new direction, if any. $\pm 45^\circ$ left, $\pm 45^\circ$ right 2 or 3 same direction.

1/2 sided gives distance traveled.

Title	Loss of Control	Success
Es. spe	1-5 can not move for 3 turns (may fight) 6-10 no effect	11-15 1 hit 16-20 2 hits 21-25 3 hits 26-30 4 hits 31-35 5 hits 36-40 6 hits 41-45 7 hits 46-50 8 hits 51-55 9 hits 56-60 10 hits
Charm & Enchant Spell	Spell. Center MUST run at 1/2 speed (1/2 speed means full two feet in all close to a straight line as possible. If off board may also be off but only after one extra turn off board. For every 12" run off the board will not be lost for 1 turn. If off board for 1 turn all 1/2 speed for all 1/2 range May not repeat for 1 full turn.	
Transfer	SC appears to vanish. If seen he moves 1/2 of a turn at random. The direction is 1/2 of a turn by 1/2 of a turn as in "lost on downwind". May use this spell twice in a turn but when used wait one turn.	
Charm & Enchant Spell	1-5 can not move for 3 turns, may fight 6-10 no effect.	11-15 moves 10" 16-20 moves 16" 21-25 moves 24"
Burn Touch Fire Spell	SC appears to be on fire. Any who melee him will receive hits. The SC may not move while aflame and may not attack on his own. May not repeat for 1 full turn. 1-7 Actually burns. Takes 5 hits at own ST+2. Burns 1 turn. 8-12 no effect	13-16 Any and all who melee take 2 hits at SC+1 for two turns. Only if killed is duration 1 turn. 17-20 as above 3 hits at ST+2 for 2 turns. 21-25 as above 4 hits at ST+3 for 2 turns SC MUST burn for both turns
Burn Weapon Fire Spell	SC appears to be on fire. Any who register a "kill" on him will take hits. Note that melee alone will not harm attacker(s). SC may not move nor attack on his own while aflame. May not repeat for 1 full turn. 1-4 Actually burns takes 3 hits at own ST for 1 turn. 5-9 no effect	10-12 Attacker takes 2 hits for every kill at SC ST. For 2 turns unless killed in act. 13-16 2 hits at SC ST +1 17-20 3 hits @ SC ST +2 21-25 4 hits @ SC ST +3
Illusionary Spell	Appears for two full turns	
Illusionary Spell	SC appears to be in three images--only one is really him (die roll to deter- mine which). False image will be sustained for 3/4 of a turn then vaporize. All 3 images are immobile and have no attack value. While on regl SC may not die off the 2 false images. May be repeated only once then turn off. Images will repeat in 1/2 of a turn.	

I have completed the games for GEN CON IX's fantasy battles on Friday August 20, 1976 in Lake Geneva. The first round will be composed of two separate 16 sided games for 16 players. eight of these 32 will go to round 4 and four to the finals. I think you will enjoy the games!

The deadline for the Spring of 1999 is by 4PM on Tuesday June 22, 1996

The deadline for the Winter of 2007 is 11:59 on Tuesday June 22, 1976 If everyone submits Spring 1978 dependant on March & German adjust ments I'll print 508

1/9/76 Ho/ A SIL, A BER, A FRU, F ANN, A ANK, F HWY, A SWE, F NTH, A MOS
The deadline for the Spring of 1967 is by 4PM Tuesday June 22, 1976

the deadline for the spring of 1903 is by 4PM on Tuesday June 22, 1976

the deadline for the Spring of 1993 will be by 5:41 on Tuesday June 22, 1996

1975CF the Spring of 1906

Austria, Kador/3/A BUD(S)a bul-SER, A VIE(S)ITA a ven-TRI

England, Brenner/3/f nwy-SKAG, F SWE-nwy, f ber-BAL

France Rowland/11/F NTH(S) RUS a stp-NWY, F TYRR(S)f nap-ROM, F LYON(C)a spa-TUS,

F mar-SPASC, apar-BURG, a bel-RUHR, F TUN-ion, A EDIN H, A PIED /U/,

a ven(s)a spa-tus not a french unit

Germany, Weitz/5/NMR, A GAL, A UKR, A MUN, A KIEL, A DEN

Italy, Rance /2/ a rom-VEN, a ven-TRI

Russia, Meyers/2/A MOS H, a stp-NWY

Turkey, Michal/8/ A SEV(S)F HUM, F ADR(S)f apu-ION, f tri(s) ita a ven/nso/d.../.

F HUM(S)A SEV, a con-BUL, f say-COM, a ser/u/D+A/

I have a call for a three way draw FGT. I oppose this result at the 'minor' countries total more than the 'major' powers. Also note the NMR. A draw vote must be unanimous. Failure to vote is a NO.

1975CG Fall 1905

Austria, Adams/4-1 short/owns;vie,ser,tri,bud,gre 5=4+1 unless fion/r/Gre then 4=4 even

A VIE(S)A TRI-tyo, A BUD-tri, a gre-ALB

England, Sergeant/8/owns;den,hol,kie,sw,lon,lvp,edi,nwy,STP,BER 9=3+1

F BAR(S) F STPNC, F STPNC(S)+F SWE(S)+A FIN(S)+F NTH(C)a york-NWY,F BAL (S)FRE A

KIEL, a pru-BER,

France, Rittle/7/owns;par,bre,mar,port,spa,berl,tunkIEL 8=7+1

A PIED(S) ITA A VEN, F TUN(S)+F TYRR(S)f alb-ION,A KIEL(S) ENG a pru-BER,

a burg-RUHR, a gas-BURG,

Germany, Stephens/1/1/1 out 0=1-1 a ber (s) fre a burg-mun/nso/d.../

Italy, Ballie, 17A Northview Ave., Montreal West Quebec H3X-1C8

A VEN(S)A TYO-tri, A MUN H, f apu-NAP

Russia, Spiegel/mr/owns;g,p,mar,mos,sov 3=2+1 a stp r otb

A SEV, A SIL, a nwy/D+A/

Turkey, Mix/5/owns; con,ank,rum,say,bul 5=5 even

F AEG(S)F ION, F ION(s)aus a GRE-alb/ion d.../,a gal-BOH,A BUI rus A SEV-r um/nso/.

F ADR(S)aus a gre-ALB

1975GR S 04 ga Richard Swies, 4829 S. Leanington, Chicago, IL. 60638

Russia, Tillison/6/F BLA(S)F ARM-ank, A MOS(S)A STP H,F NTH(C)ger a hol-YORK,

a rum-GAL,

Turkey, Gilmer/4/F AEG(s)F BULEC,A CON(S) A ANK H

Austria, Clapper/5/A SER(S)a bud-RUM, f tri-ADR,F GRE-aeg,aped-mar/d...

England DeLeWhonette/4/NMR F BAR, A LVN, F HNG, F LON

France, Stephens /5-1short/f bel-ECH,f ech-MAO,a pic-PAR, f mao-NAP,A SPA-mar,

a mar-pied/no such unit/

Germany, Meyers/5/F DEN(S)RUS F NTH, A RUHR(S)a burg-BEL, f helgo-HOL,a hol-YORK

Italy, Matous, 7017 Williams Dr. Galveston Texas 77551

a rom-VEN, a ven-PIED, F WES-spasc, F LYON(S)aven-PIED

The deadline for the Fall of 1904 is by 4PM on Tuesday June 22, 1976

1975 HS the Spring of 1903

Austria, Campbell NMR/5/A BUD, A GAL, A SER, F AGR, A TRI

England Dorchack/6/F IRI(s)F ION-ech, f lvp-WAL,f tri-NWY, a stp-MOS,F bel-nt h/D+A/

France-Hen/5/ A PIO(S)a burg-BEL,F MAO-iri,F ECH,uth,A GAS-burg

Germany, Ameling/6/F BAL(S)a ber-FRU, A HOL(s)A KIEL-ruhr,f swe-DEN,A MUE-burg

Italy, Gannwald/5/ f nap-ION, F END-say,f ion-AEG, F SMI-con, A VEN H

Russia, Thompson/4/NMR F SEV, A RUHR, A SIL, a ser u/d+a/

Turkey, Anderson/3/ a bul, f say, a con, a rum

The deadline for the Spring of 1903 is by 4PM on Tuesday June 22, 1976

June 1, 1976

1976BQ the Spring of 1901. Frankly I don't get it! Austria and France are NKR. Paul Karan did submit moves for 1975W and Jad Ditmar wrote (after the deadline) concerning the game he's playing in. Yet there are no moves received for this game. Please note that I do NOT make phone calls for NNKs nor do I promise to be home to receive moves. This is POSTAL Diplomacy. At any rate I make neutral moves for countries in 1901 so the pieces do move. If Jad and/or Paul do not make Fall 1901 moves they will be dropped.

Austria, Karan/3/WMR Neutral moves made, f tri-ALB, a bud-SER, A ven-BUD

England, Adams/3/ a lvp-WAL, f lon-ECH, f edi-NTH

France, Ditmar/3/WMAR Neutral moves made, f bre-MAO, a mar-BURG, a par-GAS

Germany, Hance/3/ a mun-RUHR, a ber-KIEL, f kiel-HOL

Italy, Sannwald/3/ a VEN H, f nap-ION, a rom-NAP

Russia, Sypher/4/ f sp sc-BOTH, f sev-BLA, a war-GAL, a mos-UKR

Turkey, Ameling/3/ sip 60637, a con-BUL, f ank-COR, a smy-ANK

the DEADLINE for the Fall of 1901 will be by 4PM on Tuesday June 22, 1976

notes; Whenever ST is used in a spell it read on the WARRIOR table for combat purposes. In simul movement if x= target speed in inches/turn, y= arrow speed in inches/turn s= flight factor in inches/turn, q= range in inches then;

Inches arrow will travel if target coming at archer is $\frac{qy}{x+y}$

Inches arrow will travel if target away from archer is $\frac{qy}{x-y}$

(from solving $\frac{1}{x} - \frac{1}{y} = \frac{1}{z}$ or $\frac{1}{x} + \frac{1}{y} = \frac{1}{z}$ and $\frac{q}{x} =$ inches arrow will travel)

Speeds of "men" Walk 4 MPH or 7"/turn

1" = 50' 1 turn = 60 seconds

Evade/Forced March @ 8MPH or 14"/turn

Sustained run @ 12MPH 21"/turn

Burst of speed 16MPH 28"/turn

No limit to walk or Forced March for intact figures

Figure may evade forward for 8 turns before stop or revert to walk for 1 turn for every 4 evaded (or fraction)

Figure may run at sustained speed for 4 turns before stop or revert to walk for 1 turn for every 2 ran (or fraction)

Figure may burst for only 1 turn then must stop or walk for 2 turns.

644 West Briar Place
Chicago, Illinois

6-657

see page

ROD WALKER,
1273 CREST DR.
ENGLEWOOD, CALIF. 92024

CHICAGO, IL
JUN 11
FIRST CLASS MAIL
PM

1976

Do you plan to
do anything about
PDRC next?